

Rubber Freedom

The PCs are a **Biker Gang**. The GM plays *Outsiders* and the *World*.

Each player shares something their character dreams to accomplish, a haunting shame they wish to correct or recompense, and what they **ride**.

Players may ask each other to draw **tattoos** on them (up to six) with Permanent Markers anytime. Don't cover up any **tattoos** during play!

To accomplish something that they may fail at, players roll a die and add one for each related **tattoo**.

6+ : They succeed well.

Otherwise : They either fail or must sacrifice to succeed.

To interact peaceably with *Outsiders* (*The Man*, *Sheeple*, anyone really) roll a die and add one for each **tattoo**. A six or less succeeds.

Players should collectively make a **code of conduct** – roughly one rule per member.

If these rules are violated, and **the gang** does not institute it's own form of **justice**, the GM should have a hard, cruel, unexpected thing happen.

Play continues until any Biker *completes* or **surrenders** their dream, *corrects* or is **consumed** by their shame, and *abandons their bike* or **dies on it**.

